



NBA action 98

The Total NBA
Program

SEGA
SPORTS

SEGA Touring Car Championship



The Pinnacle
of Touring
Car Racing!

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A SEGA EXCLUSIVE



SEGA SATURN

Steep Slope Sliders™



SEGA
SPORTS



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Read Before Using Your Sega Video Game System

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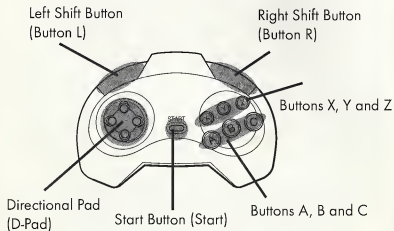
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Take Control!

The following section describes the *Steep Slope Sliders™* default control configuration.

Sega Saturn Control Pad™

Button	Pre-game	During Play
Start	Confirms selection	Pause
D-Pad	Highlights selection	Carving turn
Button A	Confirms selection	Jump
Button B	Cancels selection	Grab board
Button C	Confirms selection	Midair 'flip'
Button X	No function	No function
Button Y	Replay Edit (p15)	No function
Button Z	Replay Edit (p15)	Up + Z removes and replaces screen info.
Button L	Moves cursor left	Drift turn/Spin (midair)
Button R	Moves cursor right	Drift turn/Spin (midair)



Getting Started

After the Sega, Victor Interactive Software Inc. and Cave logos appear, a demo sequence begins. Press Button A, B, C or Start to exit the demo and bring up the Title Screen.



Press Start to bring up the Main Menu. Press the D-Pad up or down to highlight START or OPTIONS (see page 13), and select by pressing Button A or C.

Having chosen START from the Main Menu, press the D-Pad left or right to display the courses (see pages 9-11) and press Button A or C to select a course.



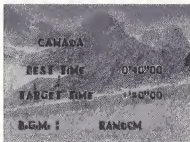


Next, choose a snowboarder. Before confirming your selection, press the D-Pad up or down to specify whether your boarder has a "REGULAR" (left foot forward, body facing right) or

"GOOFY" (right foot forward, body facing left) stance. Press Button A or C to select your rider.

When the course first appears, the following information appears on screen:

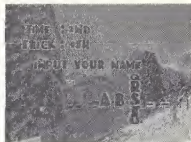
- The course location (and the current time there if TIME PROG. ON has been selected in Options).
- The BEST TIME achieved on the course so far.
- The course TARGET TIME.



If you take longer than this, you haven't cleared the course quickly enough and cannot replay or save the run.

- The BGM (background music) for the run - select a different track by pressing the D-Pad left or right.

If you manage to clear the course with one of the top five speeds/point scores, you get to enter your name for friends, family and future civilizations to marvel at.



Finally, a menu appears from which you can choose RESTART to try the current course again, SAVE your run to system or cartridge memory (see page12) or QUIT to return to the Title Screen.

Rock and Roll/

Meet The Team

Sabine

Sabine's very much at home in the mountains having attended finishing school in Switzerland. But don't let her gentle manner fool you, she knows how to handle the toughest snowboard terrain.



Antonio

Tony's Italian hometown is famous for producing world class skiers. Tony has talent alright, but he also has a flair for going against the grain, and so it's snowboarding that has become his passion.



Chris

Being a top freestyle pro has its benefits. Like being paid by sponsors to try out the latest gear at the coolest resorts in the world. Chris, we envy you.



Matt

Until a couple of years ago, Matt spent most of his time in the 'dojo' practicing his *aikido* technique. These days, he spends his winters on a board, learning from nature.



Tricks

By pulling off some footwork in midair you can earn yourself some Trick Points, not to mention respect from your peers. Try a combination of moves after takeoff to really rack up the points.

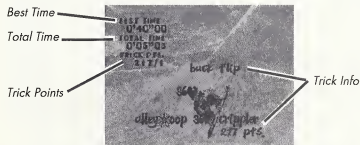


Each boarder has a set of favorite tricks. See the table below:

		BOARDER	SABINE	ANTONIO	CHRIS	MATT
D-PAD DIRECTION	LEFT		INDY GRAB	INDY GRAB	INDY NOSEBONE	STIFFY
	RIGHT		METHOD	METHOD	METHOD	METHOD
	UP		TAIL GRAB	TAIL GRAB	TAIL NOSEBONE	TAIL GRAB
	DOWN		MUTE GRAB	NOSE GRAB	NOSE GRAB	TWEAK

Screen Info

Regular Course



- Best Time:** The fastest time for completion of the course
- Total Time:** The time taken so far on this course
- Trick Points:** The number of points accumulated so far through tricks and (next to this) the number of tricks performed
- Trick Info:** The name of trick performed and its point value

Pause Menu

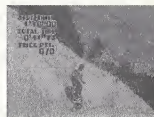
Press Start during a run to PAUSE the game. If you then press Button A or C, the pause menu will appear. Select CONTINUE to resume the current run, RESTART to start the same course from the beginning or QUIT to go to the Title Screen.



Course Guide

Extreme 00

Country: Russia
Target Time: 1'40"00



This short, wide course is a great beginners' training course. Whether you want to launch yourself into a frenzy of tricks, or just carve through some turns, this is the place. But don't get too cozy 'cause the rocks here are of the standard variety - dangerous.

Extreme 01

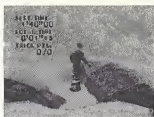
Country: U.S.A.
Target Time: 2'20"00



After your jump from the helicopter, you end up flying down the face of a dam under construction. If you want to stay in one piece, you've got to negotiate sharp turns and very solid trees.

Extreme 02

Country: Japan
Target Time: 2'20"00



Launching yourself off the edge of a cliff, you land on a glacial ice floe. Just follow the curves of the course and you'll be fine. Further down the course you encounter a rural farm – try not to trash the place! There's ample opportunity for jumps, so if your timing's right, you can rack up some points.

Extreme 03

Country: Italy
Target Time: 2'20"00



It's rare for anyone to survive this course without suffering severe injury or mental trauma. This is a place where nature really comes alive: the rocks are out to get you and the trees are lying in wait. Some riders, it is said, are never seen again.....

Alpine Course

Country: Japan (Naeba)
Target Time: 2'00"00



Pay attention to the arrows!

The Alpine Course is a speed course. Try to get down in the fastest time possible. There are slalom gates on the course for you to negotiate. Make sure you keep to the side indicated by the arrow. For each gate missed, one second is added to your Total Time.

Snow Board Park

Country: New Zealand
Target Time: 2'20"00



This long course is the ultimate jibbers' playground. It ain't easy, but with a lot of practice this course gives you the opportunity to pull some really crazy stunts. Your parents may not approve.

Half Pipe

Country: Canada
Target Time: 1'20"00



Time to catch some air. Get as many Trick Points as possible on this, the ultimate test of cool.

Saving Data

After completing a run, a replay starts automatically. Press Button A, B, C or Start to bring up a menu which allows you to RESTART the course, SAVE the run just completed (see below), or QUIT the present course.



If you choose to save the data from the run just completed, you are given the choice of saving the data to SYSTEM RAM or to CARTRIDGE RAM (the Sega Saturn Backup™ RAM cartridge - sold separately). Having chosen the storage medium, press the D-Pad up or down to highlight a memory slot and press Button A or C to save the data to that slot.

Ghost Rider

After saving data, you are given the option to "SET A GHOST RIDER?" If you choose YES, you can then RESTART the course together with a recorded image of your rider from the saved data.



Options

Press the D-Pad up or down to bring up the following options. Press Button B from within each section to return to the Main Menu.

RANKING

Here you can see the top 5 runs on each course. Press the D-Pad left or right to see the rankings for another course. Press the D-Pad up or down to see the next ranking.



REPLAY



First select whether you wish to load data from SYSTEM RAM or CARTRIDGE RAM (Sega Saturn Backup RAM cartridge). Now select the data you wish to load.

Once the data has loaded you can REPLAY it, or you may wish to EDIT the replay (see next section). After changing the replay data, you can SAVE the data again.

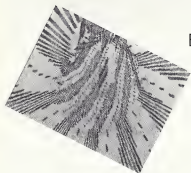


SOUND TEST

Here you can play the Steep Slope Sliders BGM tracks back to back all day and all night.



Highlight a SOUND (track) number by pressing the D-Pad left or right. Press A or C to play the track with the currently set trippy background EFFECT *providing onscreen Hypnotainment™*.



EFFECT: Select one of these spacewarp-phaseronstun backgrounds to help you tune in to the audio.

MONO: Select STEREO or MONO sound output.

TIME PROGRESS

With this option set to ON, the computer determines the time of day or night at each course location. Each course is rendered accordingly, so if it's late at night, the sky is dark. With this option OFF, all your boarding takes place during the day.

Edit

EDIT mode allows you to take the director's chair and turn a previously saved replay into a work of art.



Press Button B to switch between the Top and Bottom Edit Panels.

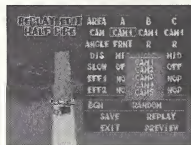


Top Edit Panel



The letters at the head of each column correspond to a section of the course. When a letter is highlighted, the corresponding section of the course is highlighted in the diagram on the left side of the screen.

Press Button Z to PREVIEW from the currently highlighted section. Press Button Y to REPLAY the whole edited run.



Note: In sections where no tricks were performed, editing is not possible.

Course Diagram

This is a diagram of the course. The currently selected area is highlighted in red. The camera positioning at each section is also indicated.



Edit Mode Features

1. Replay edit zone

This is the currently selected section of the course that you can edit.

2. CAM

This function allows you to position the camera in one of five positions at each section of the course. Camera positioning is indicated on course diagram on the left side of the screen.

3. ANGLE

R	The camera is to the right
RF1	The camera is to the front right
RF2	Slightly higher position than RF1
FRNT	The camera is in front
RR	The camera is to the rear right
LF	The camera is to the left
TOP	The camera is above
TL	Camera moves from the side to the rear

4. DIS

Here you control the distance between camera and subject

5. SLOW

ON	Trick shown in slow motion
OFF	Trick shown at normal speed

6. EFF1

Add a special effect to the shot

NOP	No special effect
RPT1	The shot is repeated 3 times
RPT2	The shot is repeated 4 times
RPT3	The shot is repeated 5 times
RZM1	The trick is shown 3 times, each shot being closer than the last
RZM2	The trick is shown 4 times, each shot being closer than the last
RZM3	The trick is shown 5 times, each shot being closer than the last
RCT1	The shot begins from the front, then moves round to end up with a rear view. The shot is repeated 3 times.
RCT2	The shot is repeated 4 times alternating between close and distant front and side shots
RCT3	The shot is repeated 5 times alternating between close and distant front and side shots
CUT1	A series of 4 short cuts
CUT2	A series of 5 short cuts
CUT3	A series of 6 short cuts

- ROL1 The camera rotates 360 degrees clockwise
 ROL2 The camera rotates 360 degrees counterclockwise
 ROL3 The camera rotates 360 degrees counterclockwise twice
 ROL4 The camera rotates 360 degrees clockwise twice

7. EFF2

This function allows you to add a second special effect to a particular section of the replay.

- NOP No special effect
 COL1 The trick is seen through a red filter
 COL2 The trick is seen through a blue filter
 COL3 The trick is seen through a yellow filter
 COL4 The trick is seen through a green filter
 COL5 The trick is seen through a sepia filter
- FLS1 Strobe flash 1
 FLS2 Strobe flash 2
 FLS3 Strobe flash 3
 FLS4 Strobe flash 4

Bottom Edit Panel

Press the D-Pad to select an option.



- Highlight the current BGM (background music track) and press the D-Pad to change it.
- Select REPLAY to replay the whole run as currently edited.
- Select PREVIEW to replay the run from the currently highlighted section of the course.
- Select SAVE to save the data.
- Select EXIT to go to the REPLAY Menu.

Steep Slope Sliders Credits

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Scott Rouse - Sims Sports Inc.

Tom Sims - Sims Sports Inc.

Ken Block, Damon Way,

Pam Zamosciany - Circus

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